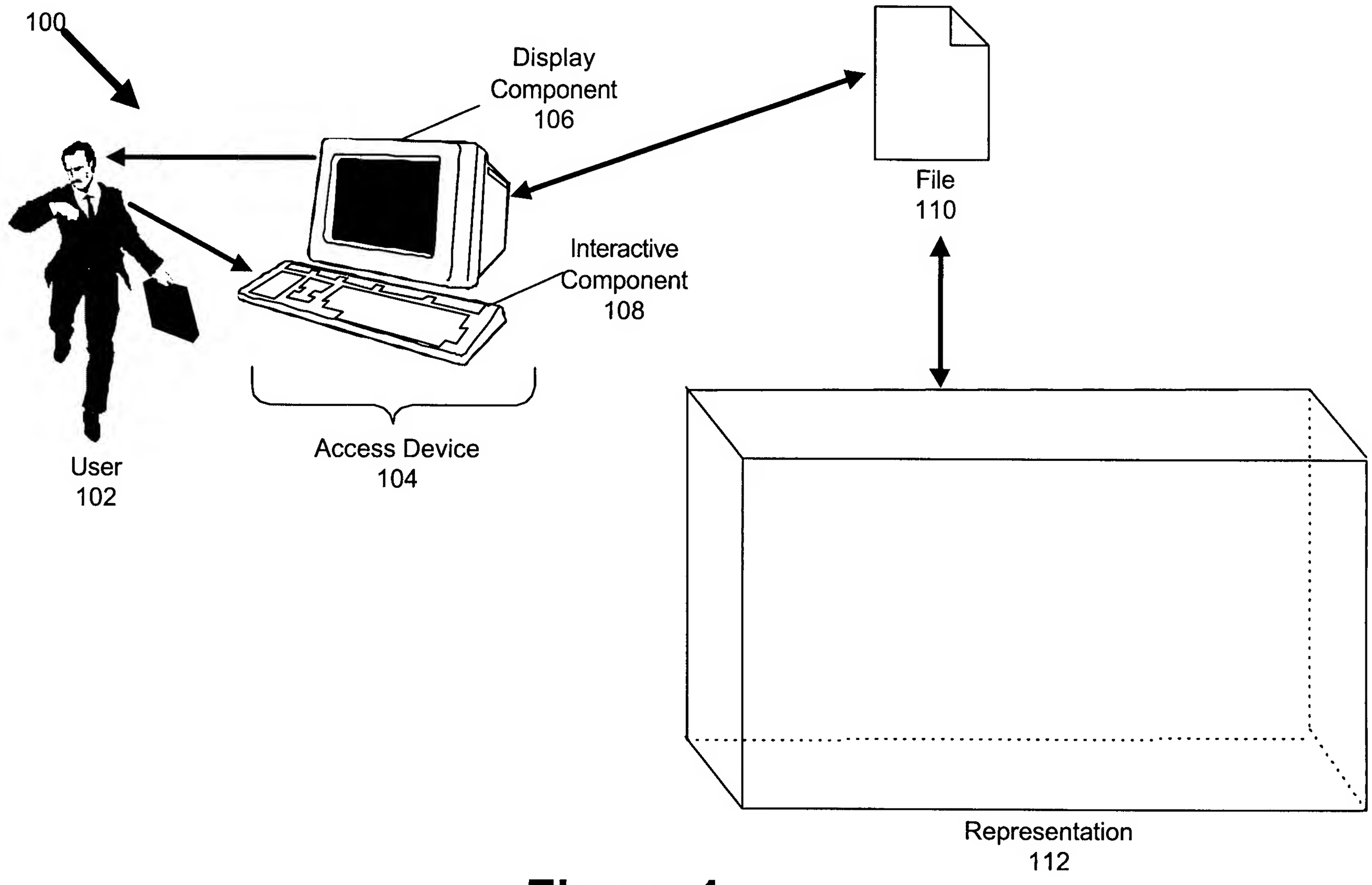
100
Display
Component
106
File
110
Interactive
Component
108
Access Device
104
User
102
Representation
112

Figure 1

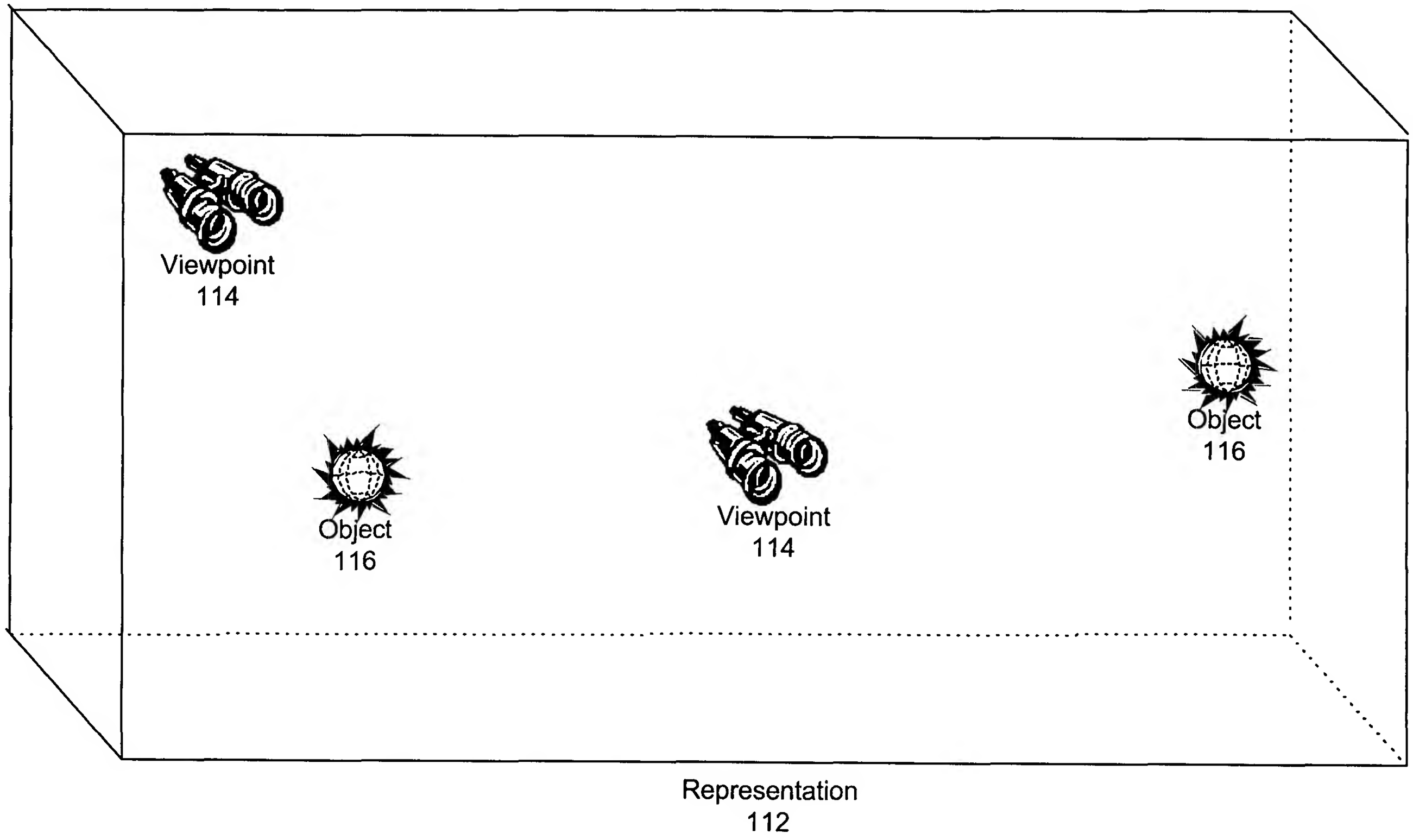
Viewpoint
114
Object
116
Viewpoint
114
Object
116
Representation
112

Figure 2

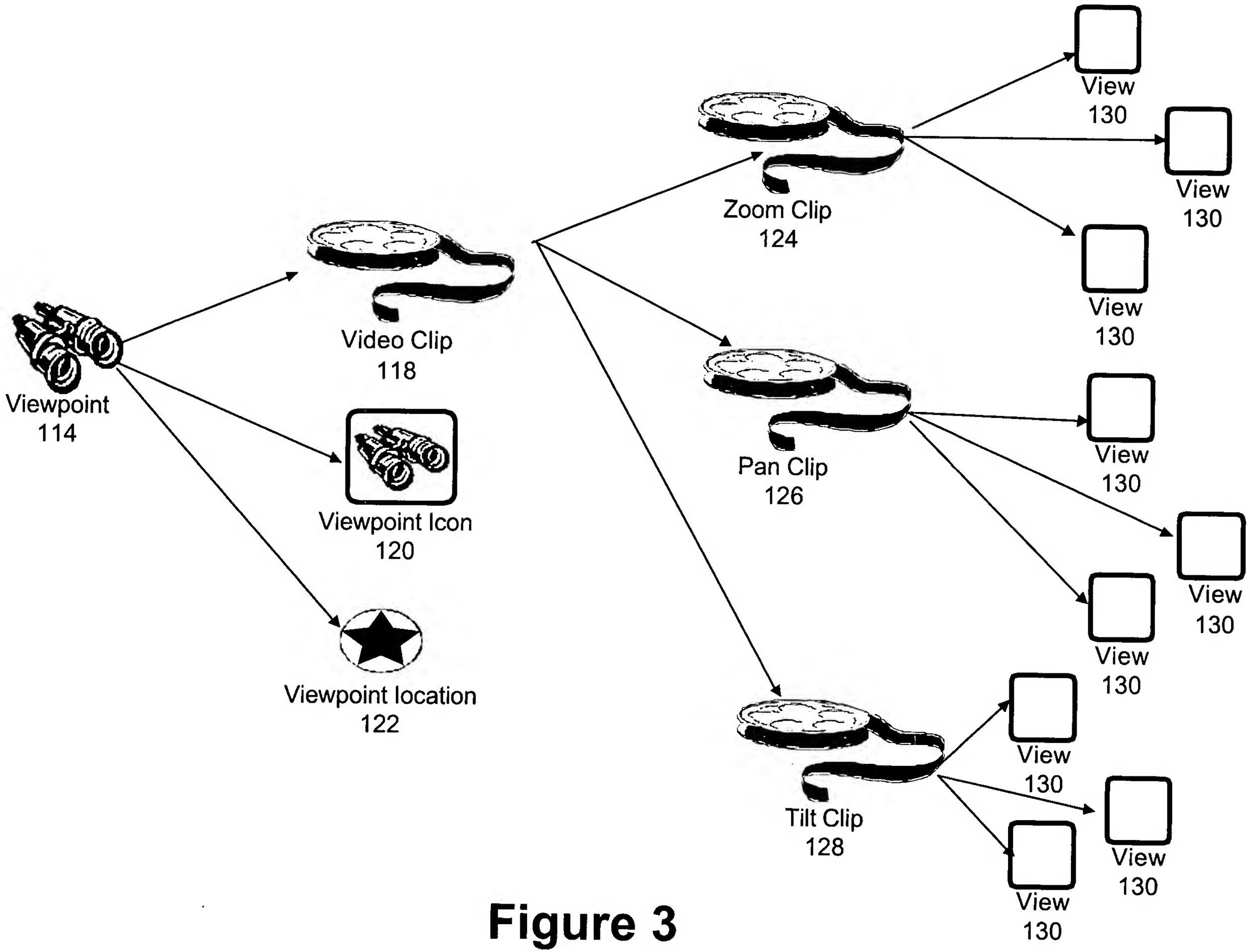
Viewpoint
114
Video Clip
118
Viewpoint Icon
120
Viewpoint location
122
Zoom Clip
124
Pan Clip
126
Tilt Clip
128
View
130
View
130
View
130
View
130
View
130
View
130
View
130
View
130
View
130

Figure 3

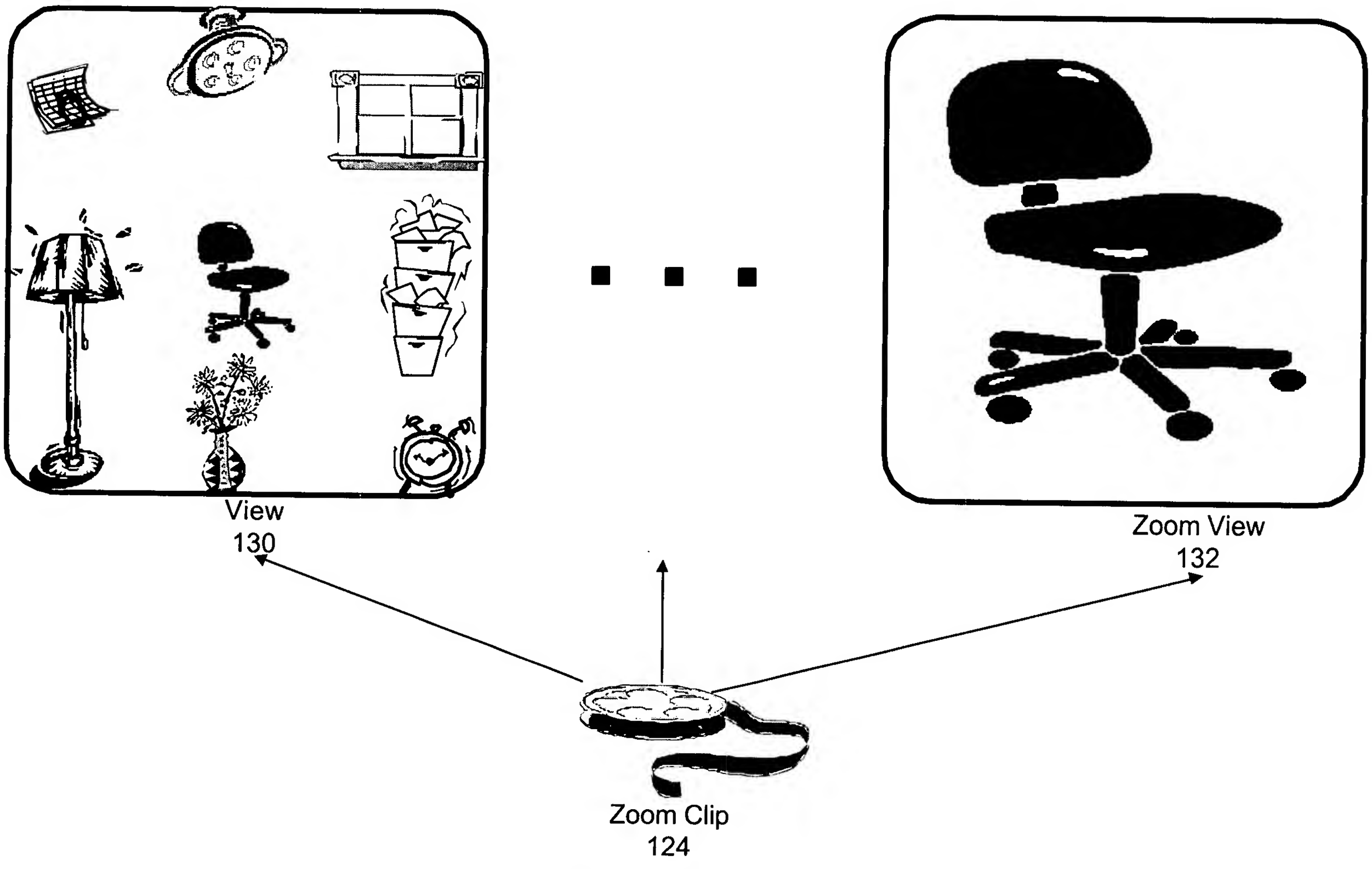

Figure 4

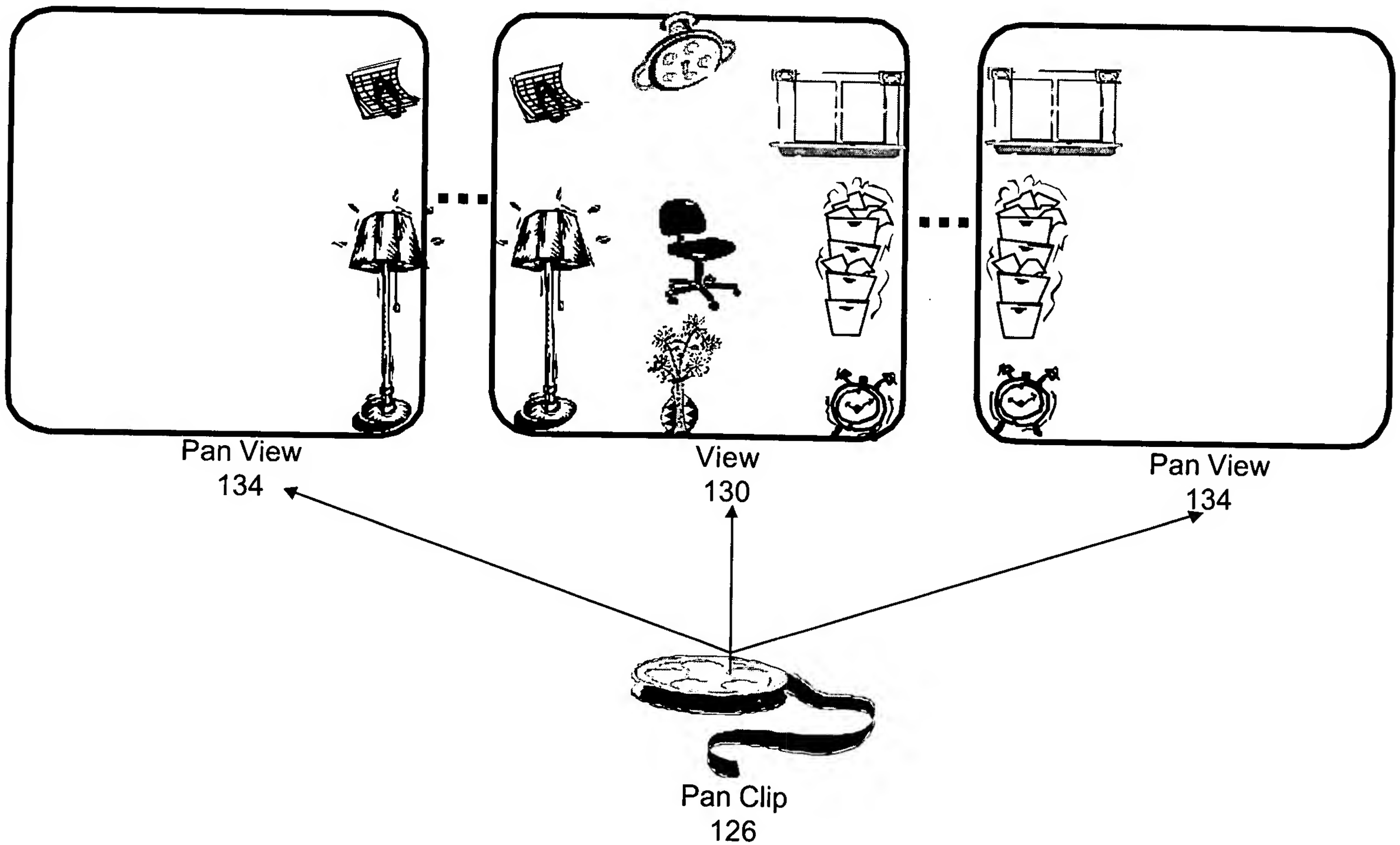

Figure 5a

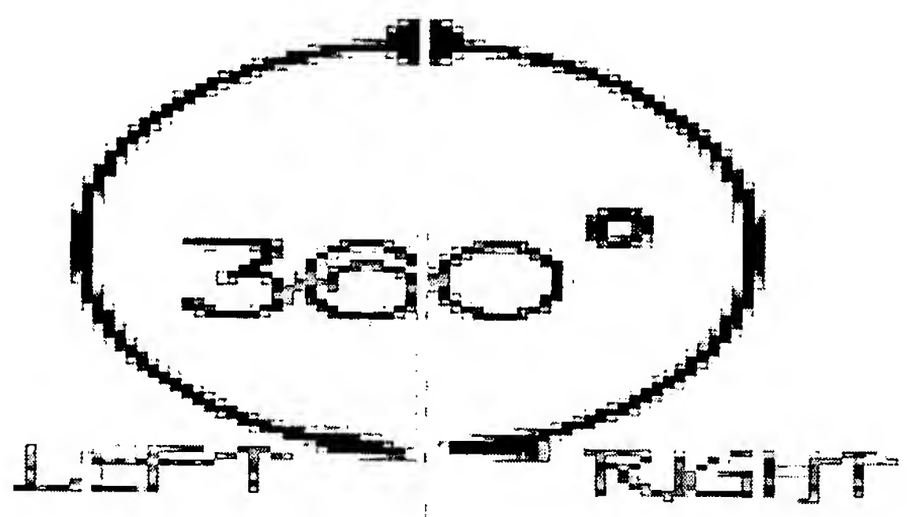

Figure 5b

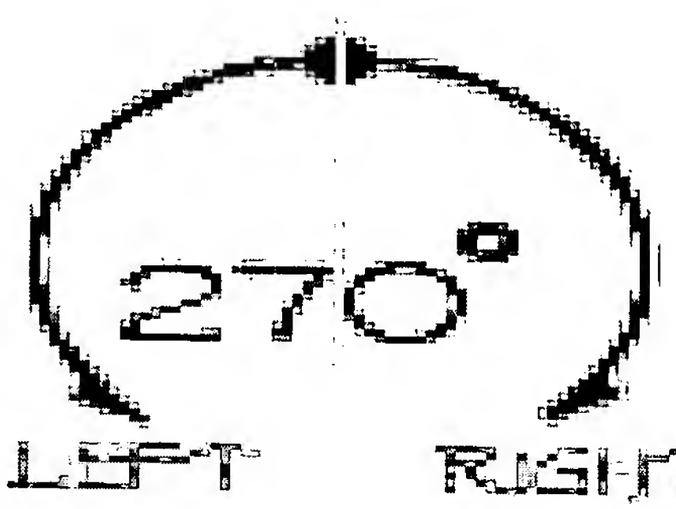

Figure 5c

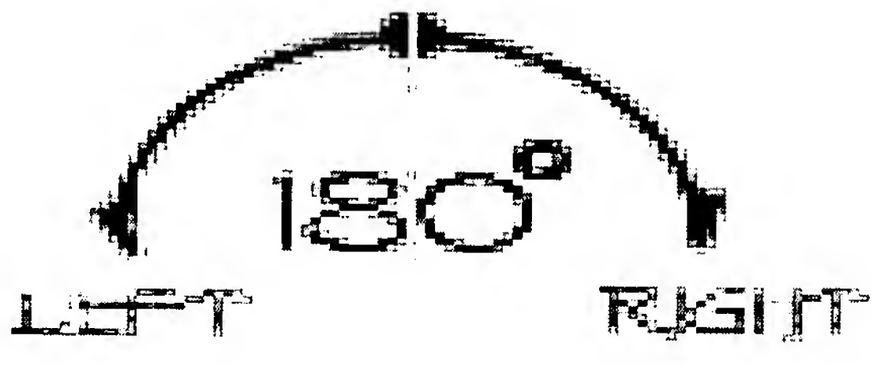

Figure 5d

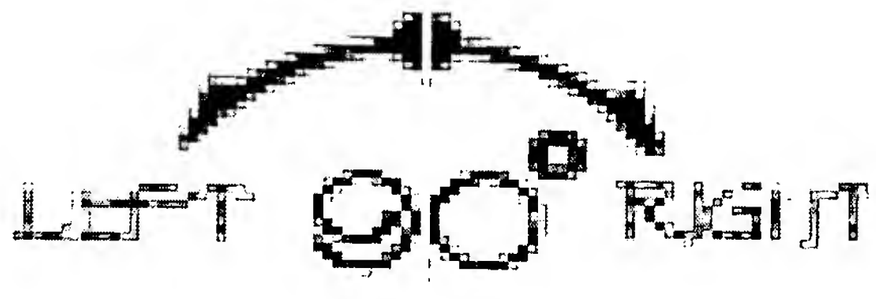

Figure 5e

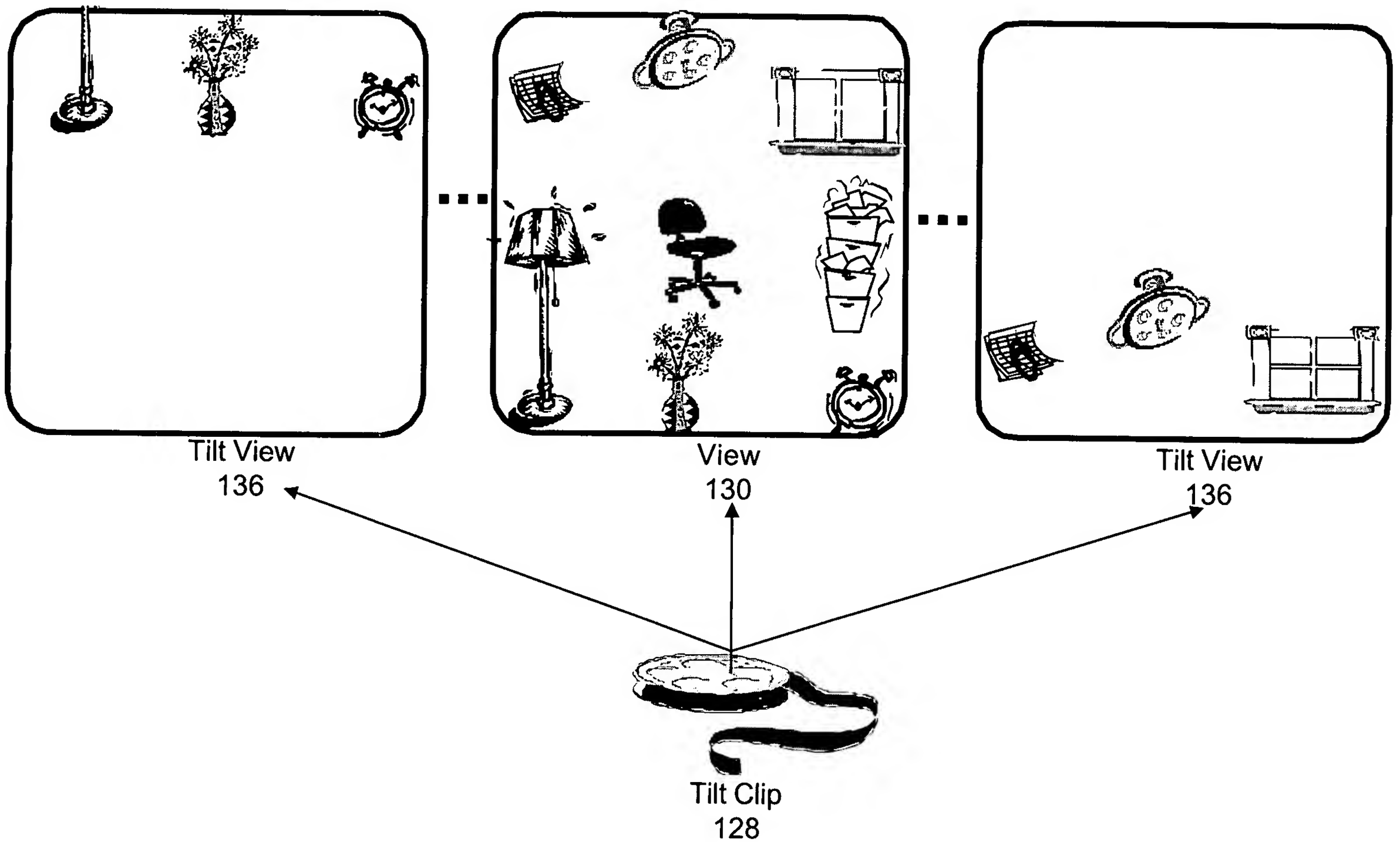

Figure 6

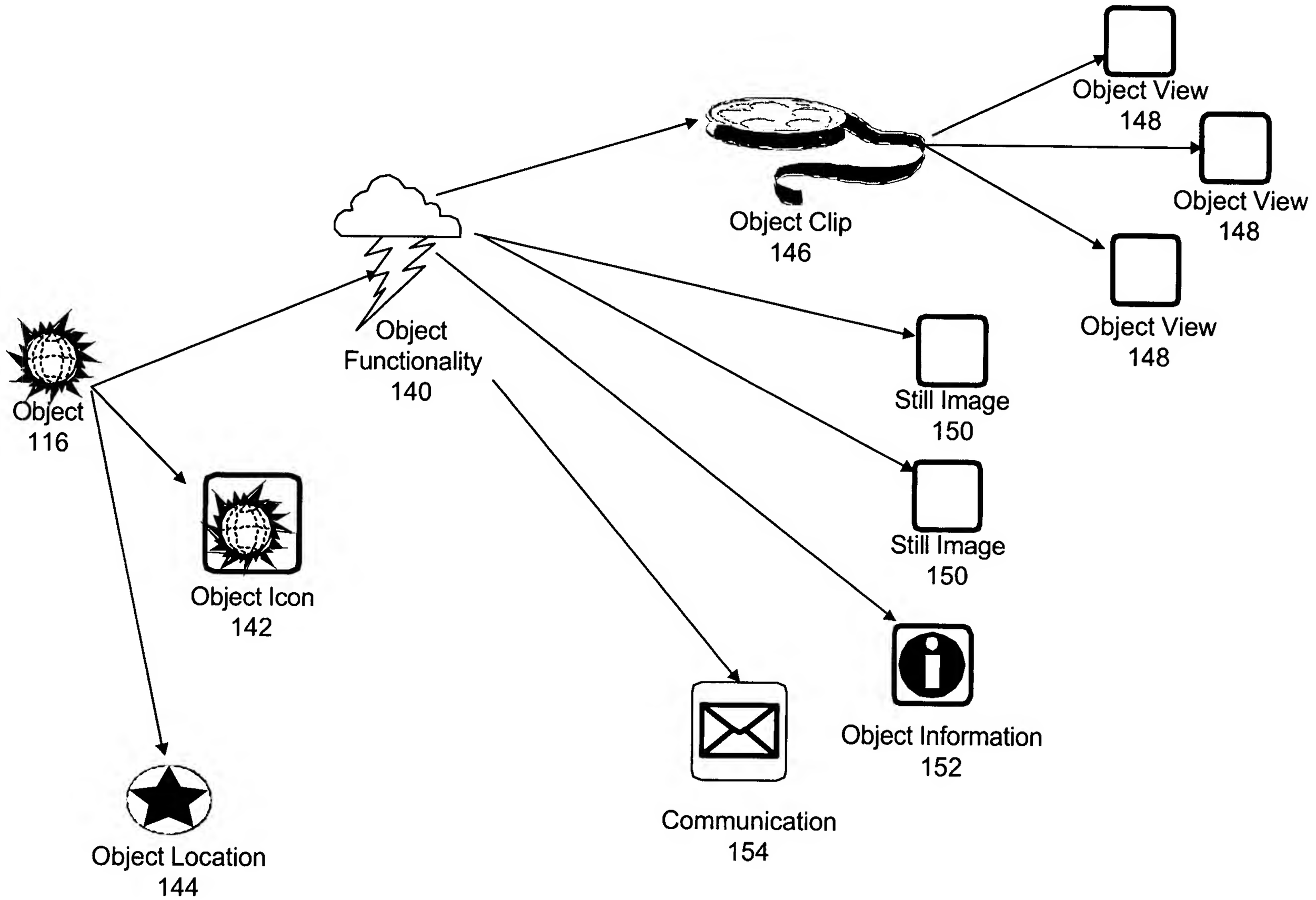
Object
116
Object Icon
142
Object Location
144
Object
Functionality
140
Object Clip
146
Object View
148
Object View
148
Object View
148
Still Image
150
Still Image
150
Object Information
152
Communication
154

Figure 7

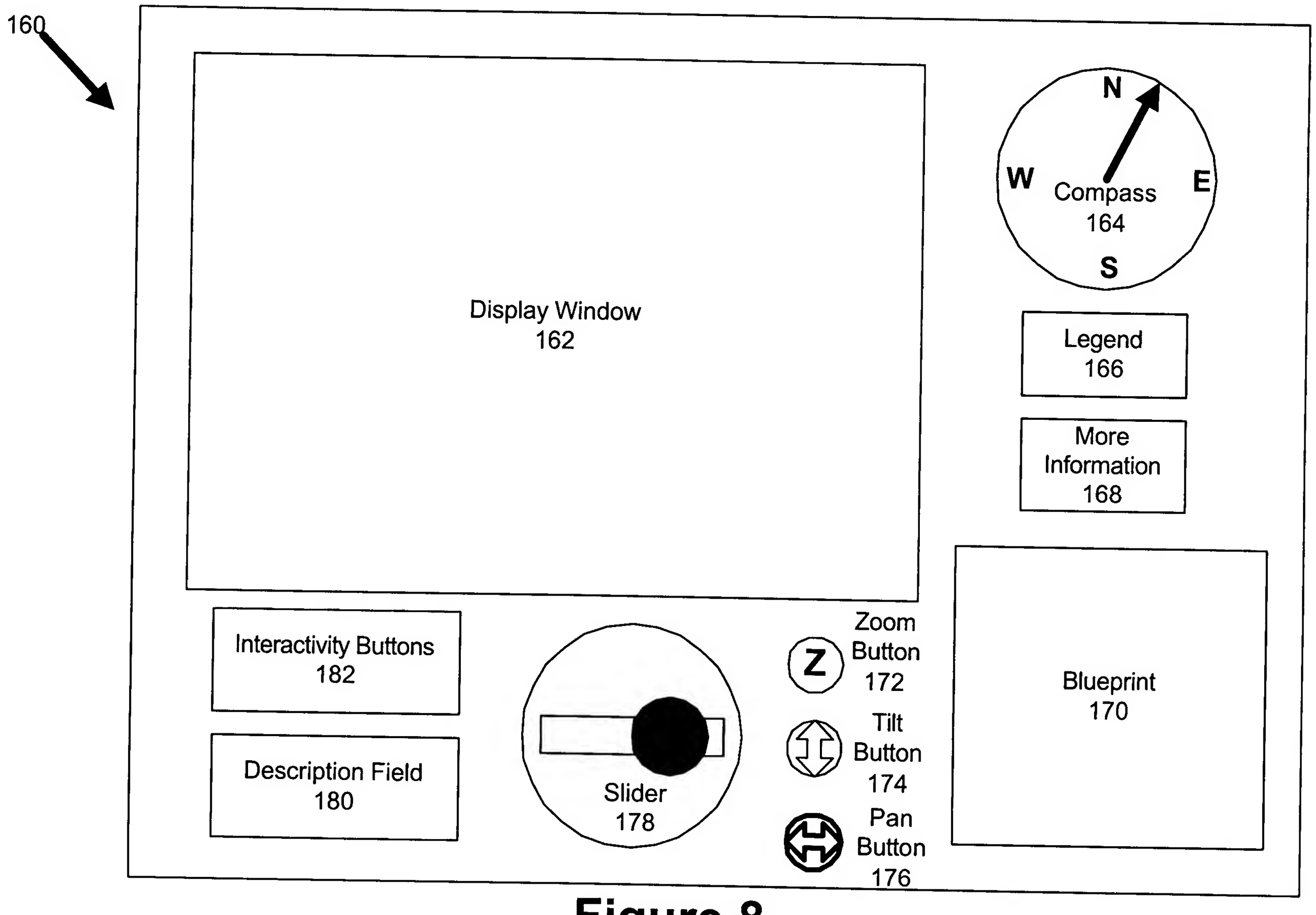
160
Display Window
162
N
W
E
S
Compass
164
Legend
166
More
Information
168
Blueprint
170
Interactivity Buttons
182
Description Field
180
Slider
178
Z
Zoom
Button
172
Tilt
Button
174
Pan
Button
176

Figure 8

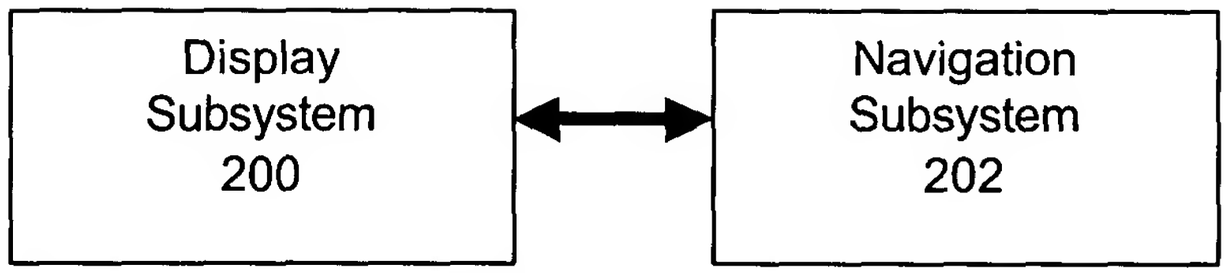

Figure 9

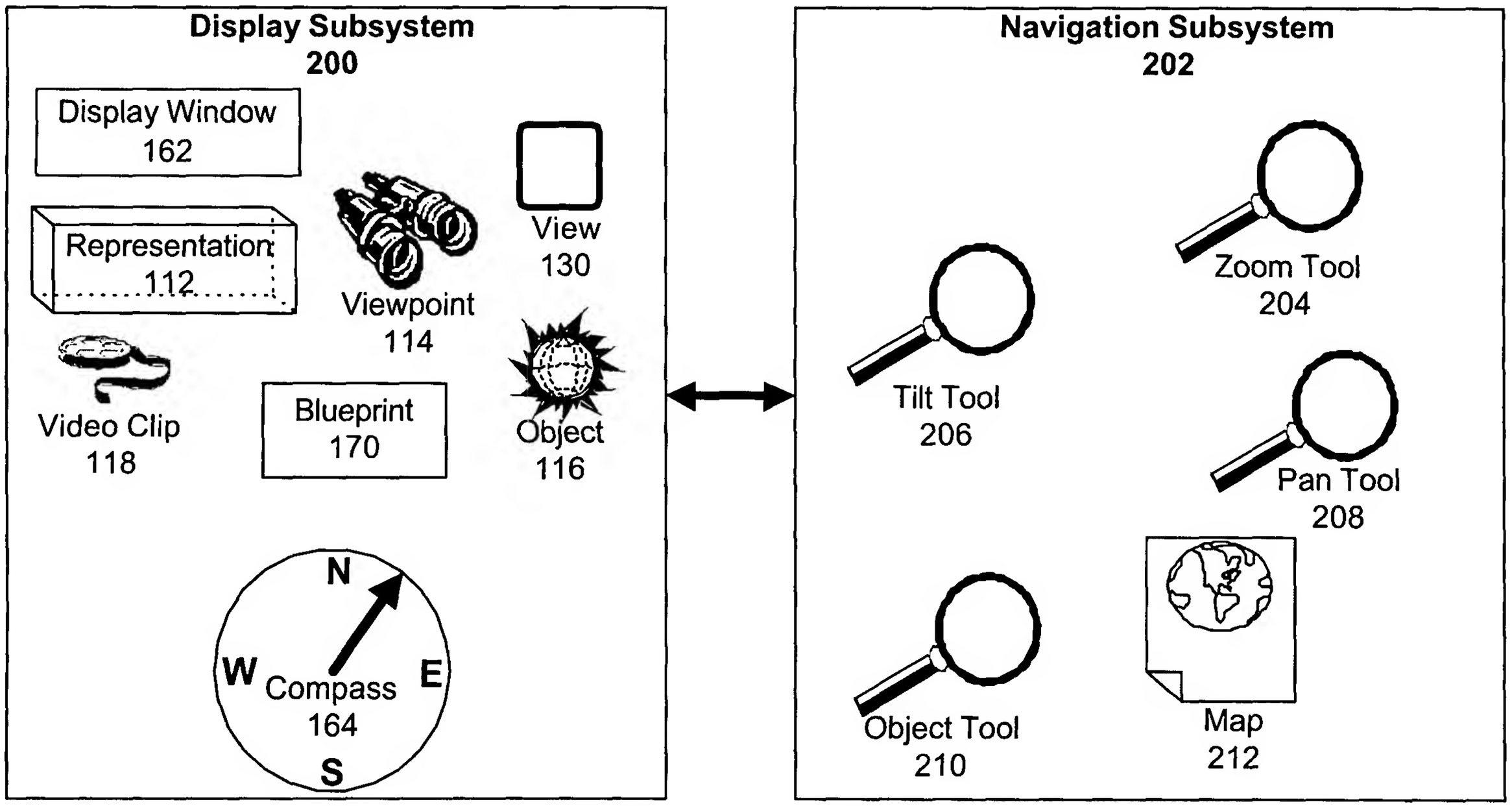

Figure 10

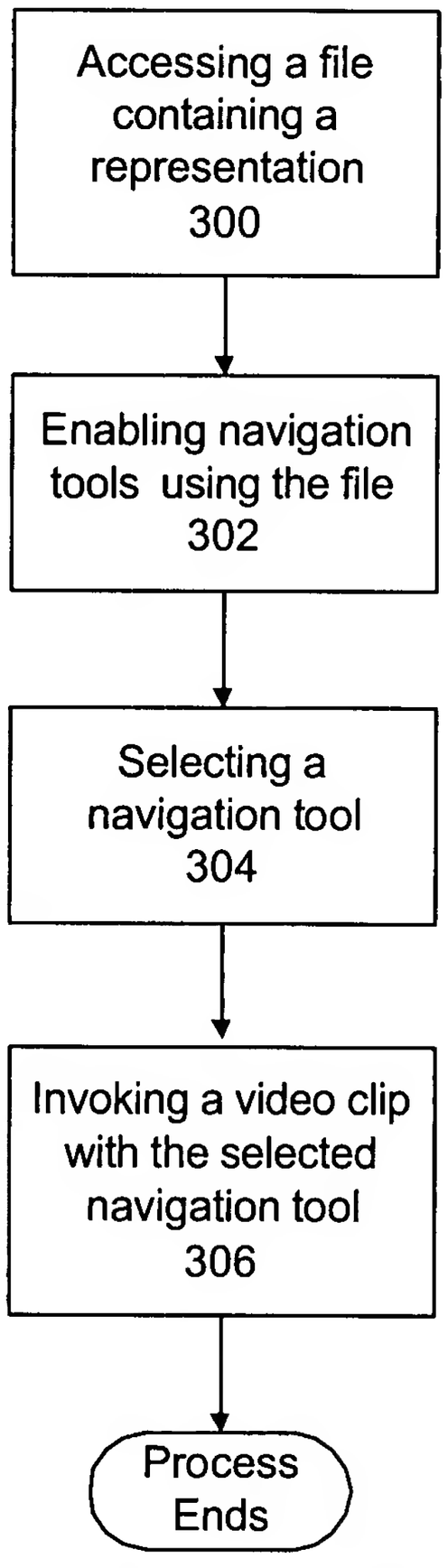

Figure 11

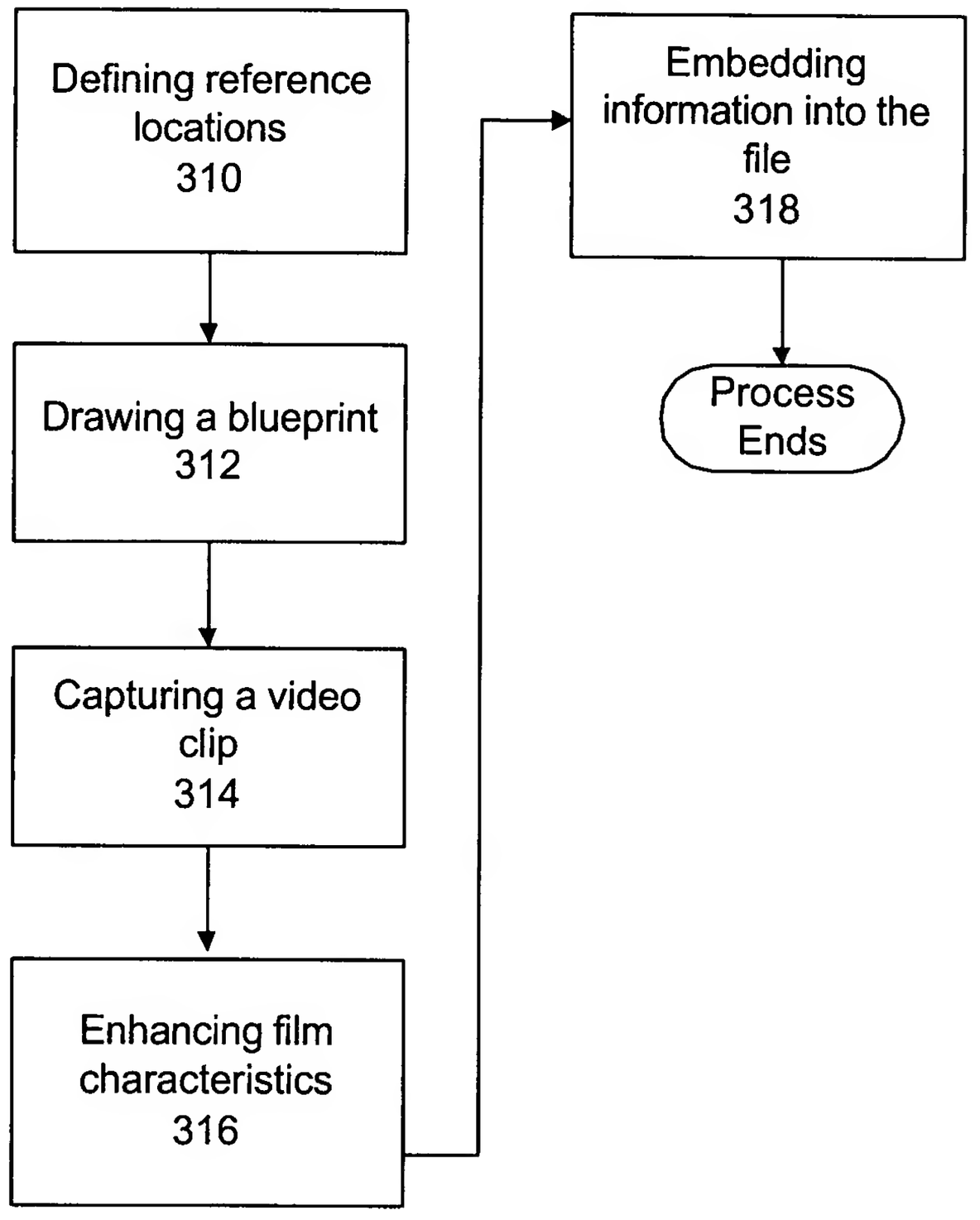

Figure 12

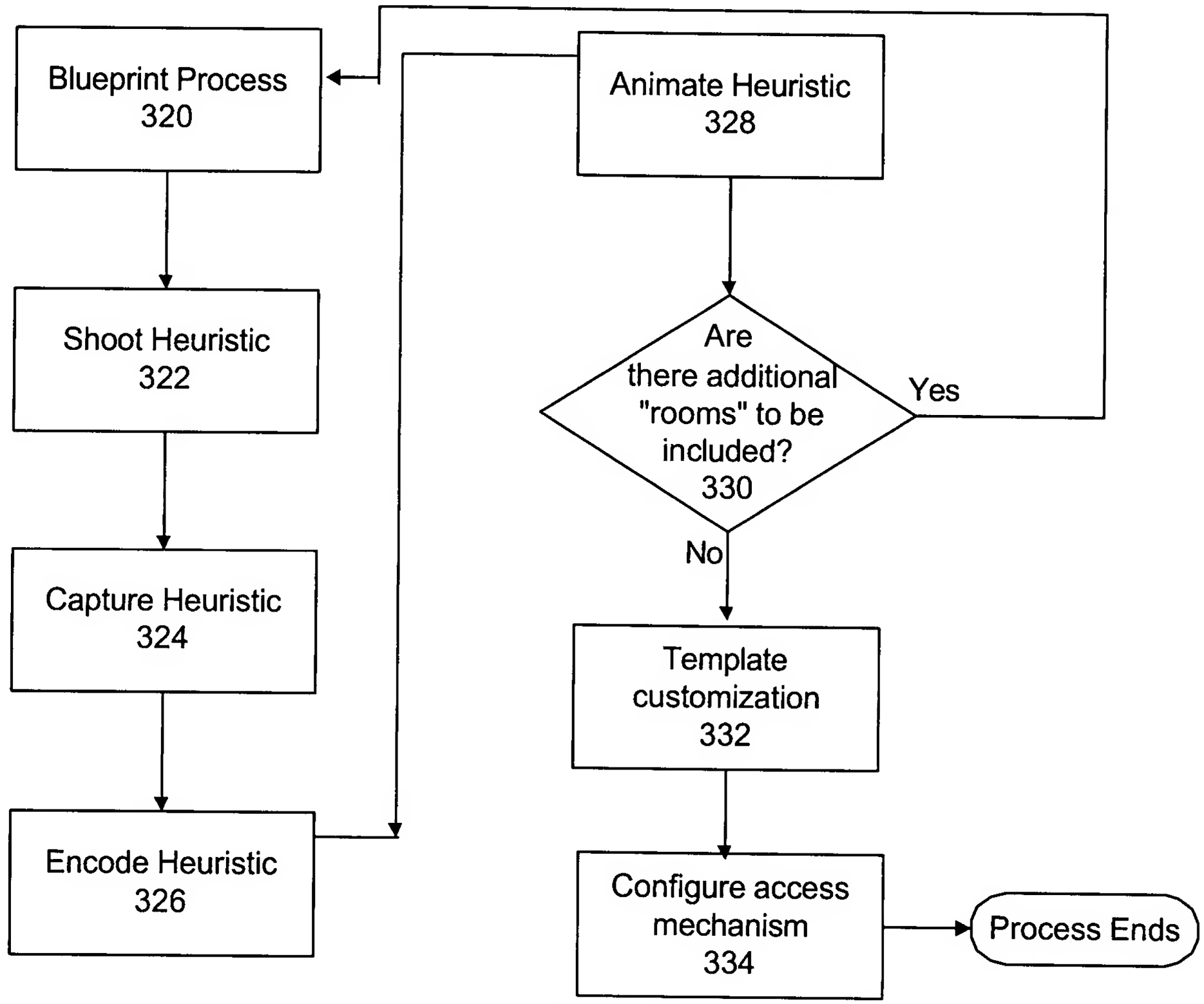
Blueprint Process
320
Shoot Heuristic
322
Capture Heuristic
324
Encode Heuristic
326
Animate Heuristic
328
Are
there additional
"rooms" to be
included?
330
Yes
No
Template
customization
332
Configure access
mechanism
334
Process Ends

Figure 13

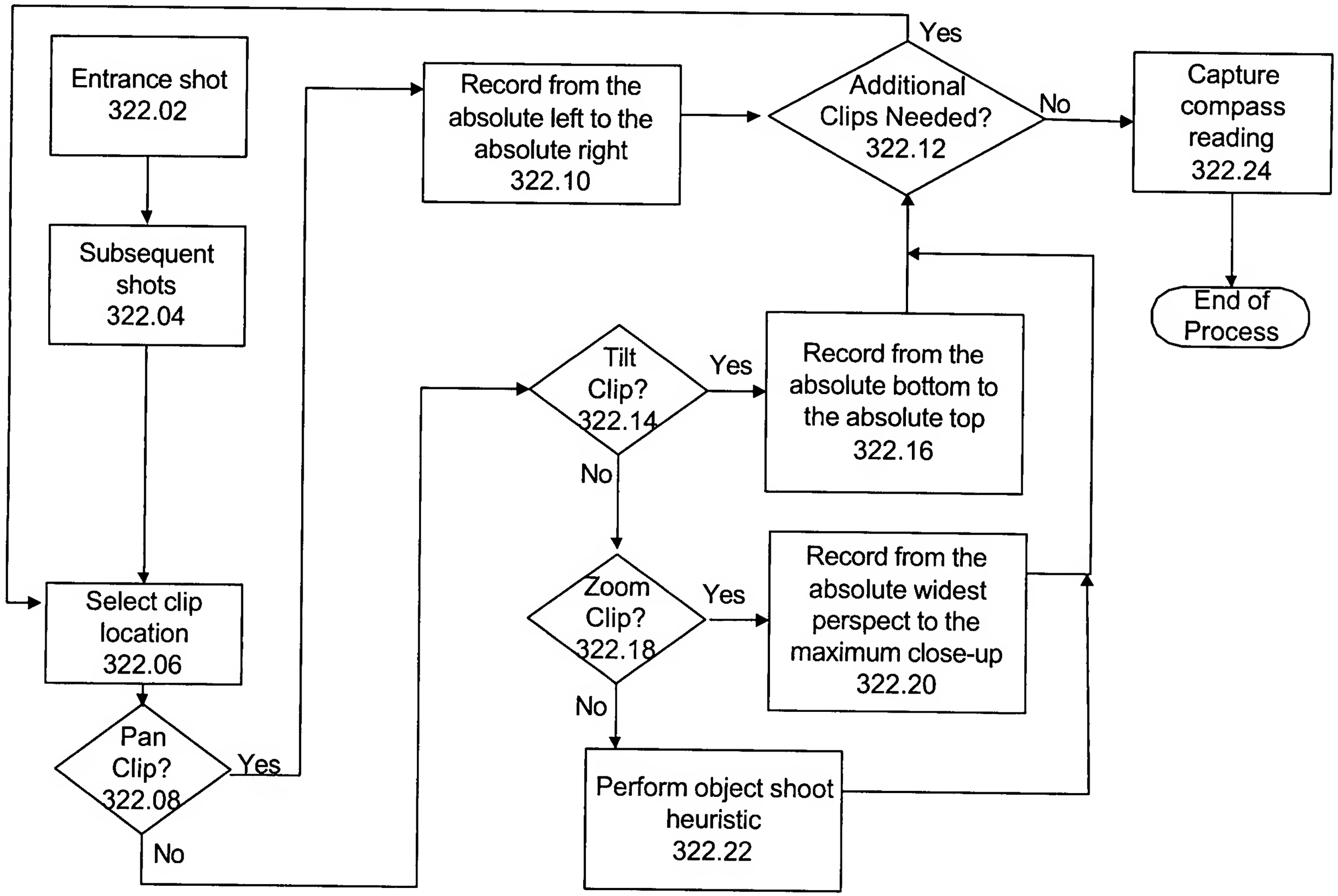
Entrance shot
322.02
Subsequent shots
322.04
Select clip location
322.06
Pan Clip?
322.08
Yes
No
Record from the absolute left to the absolute right
322.10
Additional Clips Needed?
322.12
Yes
No
Capture compass reading
322.24
End of Process
Tilt Clip?
322.14
Yes
No
Record from the absolute bottom to the absolute top
322.16
Zoom Clip?
322.18
Yes
No
Record from the absolute widest perspect to the maximum close-up
322.20
Perform object shoot heuristic
322.22

Figure 14

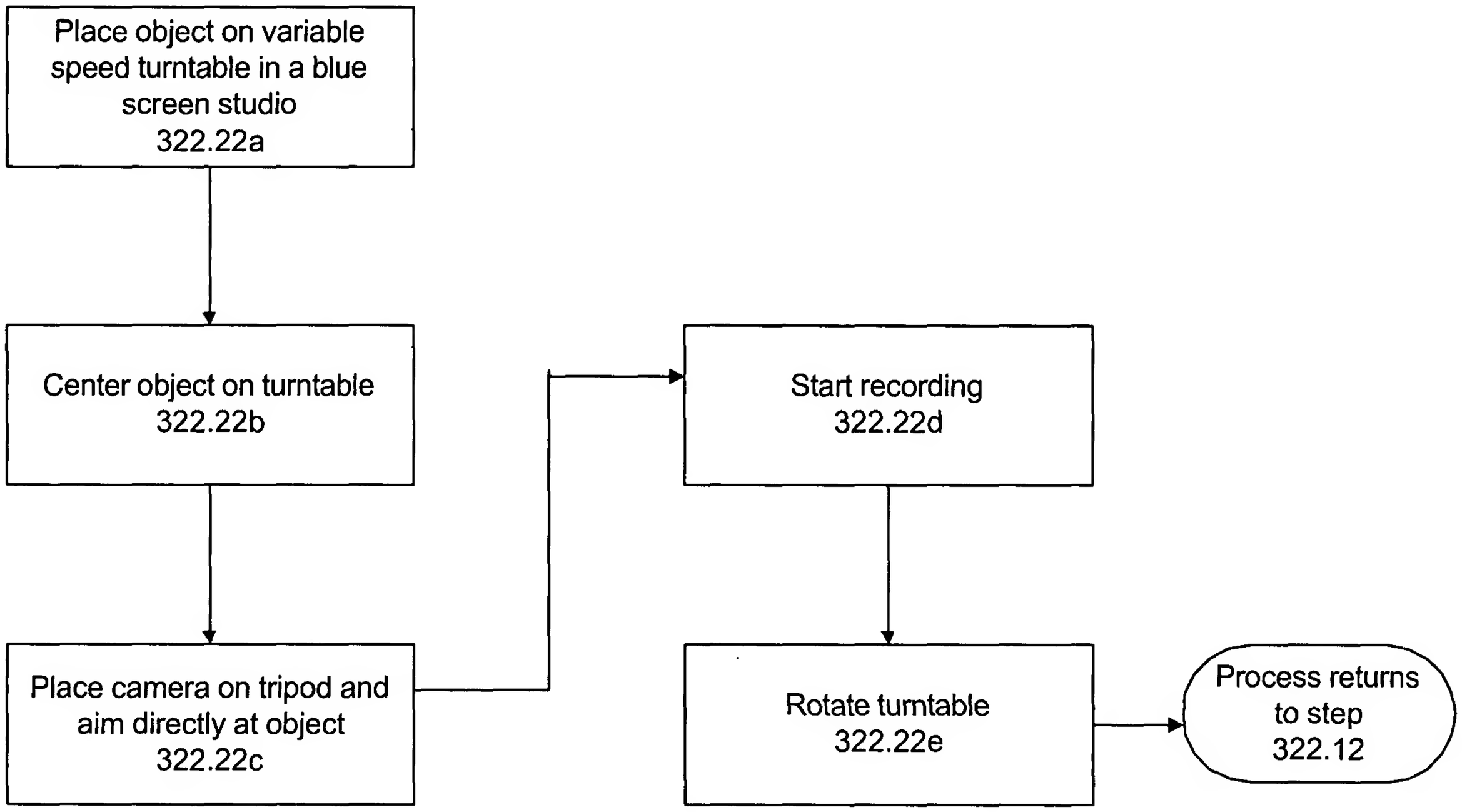
Place object on variable speed turntable in a blue screen studio 322.22a
Center object on turntable 322.22b
Place camera on tripod and aim directly at object 322.22c
Start recording 322.22d
Rotate turntable 322.22e
Process returns to step 322.12

Figure 15

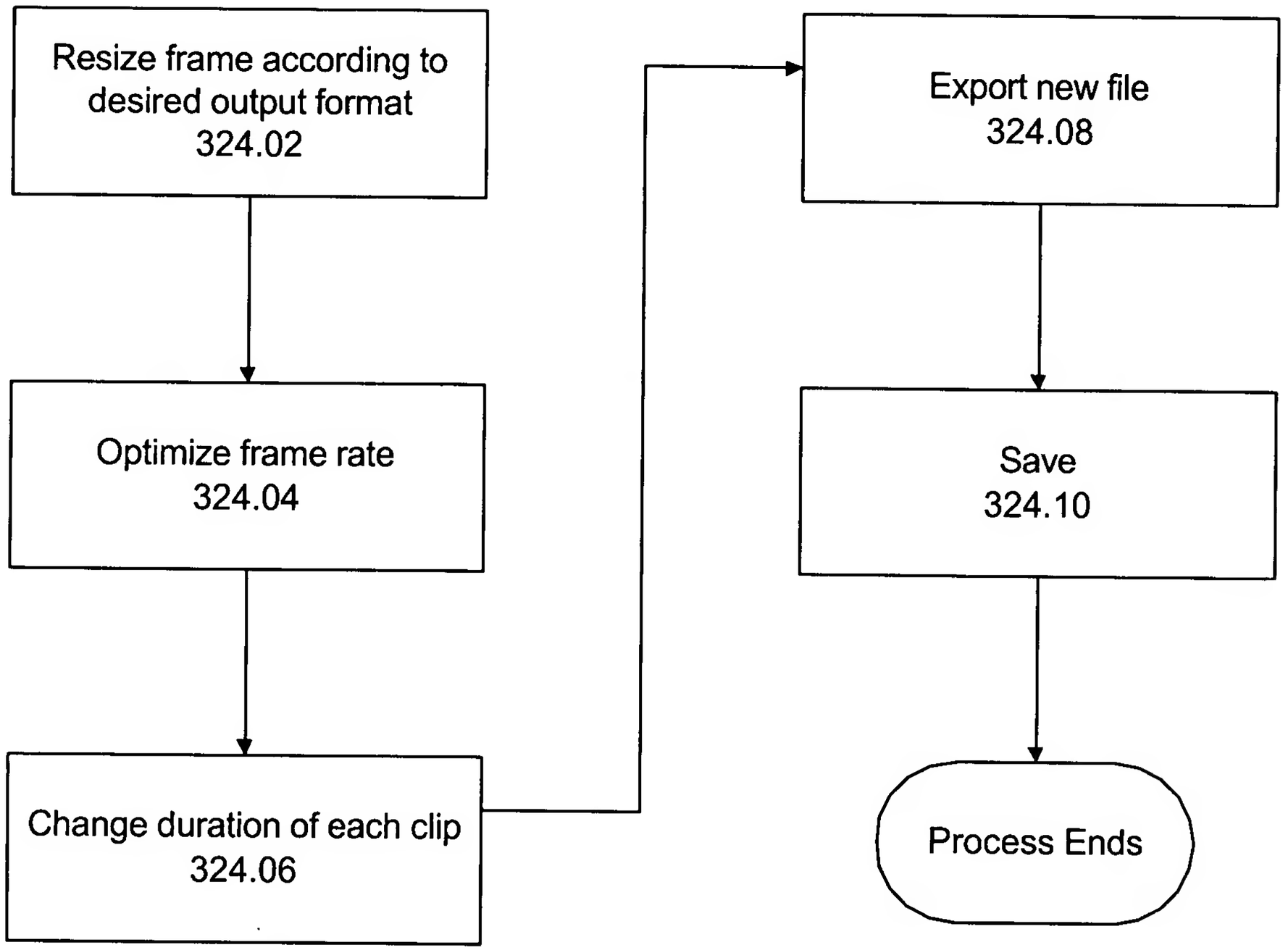
Resize frame according to desired output format 324.02
Optimize frame rate 324.04
Change duration of each clip 324.06
Export new file 324.08
Save 324.10
Process Ends

Figure 16

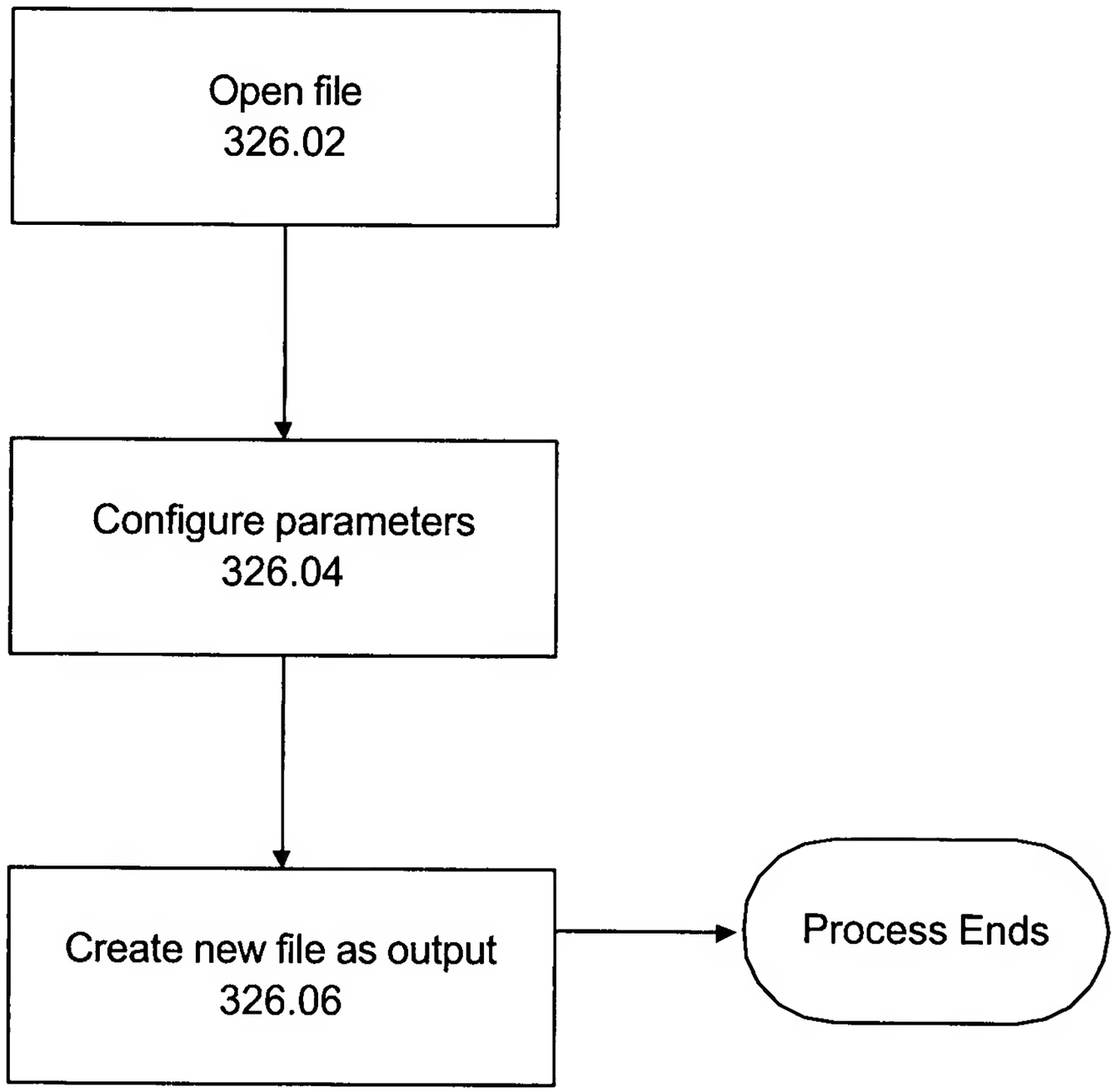
Open file
326.02
Configure parameters
326.04
Create new file as output
326.06
Process Ends

Figure 17

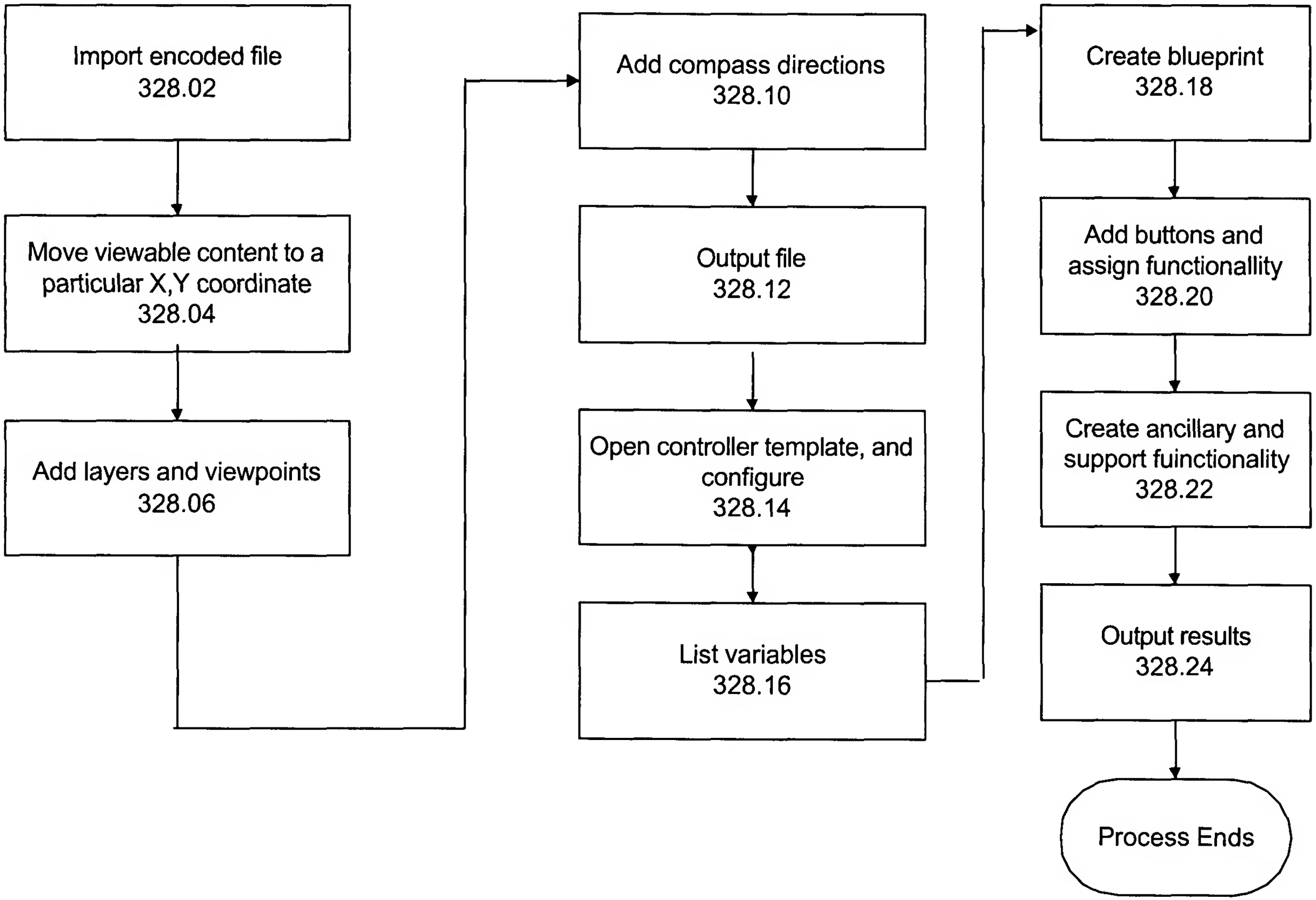
Import encoded file
328.02
Move viewable content to a particular X,Y coordinate
328.04
Add layers and viewpoints
328.06
Add compass directions
328.10
Output file
328.12
Open controller template, and configure
328.14
List variables
328.16
Create blueprint
328.18
Add buttons and assign functionallity
328.20
Create ancillary and support fuinctionality
328.22
Output results
328.24
Process Ends

Figure 18